WHAT IS CLAIMED IS:

1.   A computer-implemented method for distributing gaming applications to a plurality of gaming sites located in a plurality of regulatory regions via a wide area network, each regulatory region having a regulatory scheme associated therewith, the method comprising:

storing a plurality of gaming applications on at least one central server; and

distributing a subset of the gaming applications from the at least one central server to at least one of the gaming sites located in a first one of regulatory regions via the wide area network, the subset of gaming applications being determined according to the associated regulatory scheme.

2.   The method of claim 1 wherein distributing the subset of the gaming applications comprises:

,   uploading the subset of the gaming applications to at least one regional server associated with the first regulatory region; and

distributing a portion of the subset of gaming applications from the at least one regional server to the at least one gaming site.

3.   The method of claim 2 wherein the at least one regional server comprises a plurality of regional servers.

4.   The method of claim 3 further comprising receiving a request for the portion of the subset of gaming applications from the at least one gaming site.

5.   The method of claim 4 further comprising determining from which of the plurality of regional servers to distribute the portion of the subset of gaming applications by performing load balancing among the plurality of regional servers.

6.   The method of claim 4 further comprising determining from which of the plurality of regional servers to distribute the portion of the subset of gaming applications by parsing the request to identify a first one of the regional servers.

7.   The method of claim 4 further comprising, in response to the request, identifying to a sender of the request each of the plurality of regional servers from which the portion of the subset of gaming applications may be distributed, distribution of the portion of the subset of the gaming applications occurring in response to selection of one of the regional servers by the sender.

8.   The method of claim 7 wherein identifying each of the regional servers comprises identifying at least one file size and at least one download time associated with the portion of the subset of gaming applications.

9.   The method of claim 8 further comprising identifying the at least one central server as an option from which the portion of the subset of gaming applications may be distributed.

10.   The method of claim 4 further comprising, in response to the request, providing access to resources related to the portion of the subset of gaming applications requested.

11.   The method of claim 10 wherein the resources comprise at least one of available related bonus games, game demonstrations, training, announcements, a bulletin board, game ratings, and a chat room.

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12.   The method of claim 1 wherein distributing the subset of the gaming applications comprises determining the subset with reference to a representation of the regulatory scheme associated with the first regulatory region.

10   13.   The method of claim 12 wherein determining the subset comprises selecting software objects associated with the gaming applications.

14.   The method of claim 1 wherein the plurality of gaming applications includes a plurality of versions of at least one game.

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15.   The method of claim 14 wherein the plurality of versions of the at least one game each correspond to a specific one of the regulatory schemes.

16.   The method of claim 14 wherein each of the versions comprises a unique

20   combination of software objects associated with the plurality of gaming applications.

17.   The method of claim 1 further comprising receiving a request for the subset of the gaming applications via the wide area network.

18.   The method of claim 17 wherein the request is received by the at least one central server.

19.   The method of claim 17 wherein the request is received by a regional server associated with the first regulatory region.

20.   The method of claim 1 further comprising:

in response to a request for a first one of the gaming applications from a first one of the gaming sites, presenting a plurality of software objects associated with the first gaming application thereby enabling selection of a combination of the software objects by a user at the first gaming site.

21.   The method of claim 1 wherein each of the gaming applications comprises a combination of a plurality of software objects.

22.   The method of claim 21 wherein the plurality of software objects includes at least some of base game applications, pay tables, display data, and bonus game options.

23.   The method of claim 1 wherein distributing the subset of the gaming applications comprises transmitting the subset of the gaming applications in a single download.

24.   The method of claim 1 wherein distributing the subset of the gaming applications comprises transmitting the subset of the gaming applications in a plurality of downloads.

25. The method of claim 1 wherein at least one of the gaming sites comprises a physical gaming venue.

26. The method of claim 1 wherein at least one of the gaming sites comprises an Internet gaming site.

27. A system for distributing gaming applications to a plurality of gaming sites located in a plurality of regulatory regions via a wide area network, each regulatory region having a regulatory scheme associated therewith, the system comprising at least one central server for storing a plurality of gaming applications, the at least one central server being operable to distribute a subset of the gaming applications from the at least one central server to at least one of the gaming sites located in a first one of regulatory regions via the wide area network, the subset of gaming applications being determined according to the associated regulatory scheme

28. An apparatus for distributing gaming applications to a plurality of gaming sites located in a plurality of regulatory regions via a wide area network, each regulatory region having a regulatory scheme associated therewith, the apparatus comprising:

means for storing a plurality of gaming applications on at least one central server; and

means for distributing a subset of the gaming applications from the at least one central server to at least one of the gaming sites located in a first one of regulatory regions via the wide area network, the subset of gaming applications being determined according to the associated regulatory scheme.

29. A computer-implemented method for distributing gaming applications to a plurality of gaming sites located in at least one regulatory region via a wide area network, each regulatory region having a regulatory scheme associated therewith, the method

5 comprising:

storing a plurality of gaming applications on at least one central server;

uploading a subset of the gaming applications to at least one regional server associated with each regulatory region via the wide area network, the subset of gaming applications associated with each regulatory region being determined according to the

10 associated regulatory scheme; and

distributing via the wide area network a portion of the subset of gaming applications from either of the at least one regional server and the at least one central server to at least one of the gaming sites located in the regulatory region associated with the at least one regional server.

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30. The method of claim 29 further comprising determining from which of the at least one regional server and the at least one central server to distribute the portion of the subset of gaming applications.

20 31. The method of claim 30 wherein determining from which of the servers to distribute the portion is done automatically without input from a user at one of the gaming sites.

32. The method of claim 30 wherein determining from which of the servers to

25 distribute the portion is done according to a load balancing scheme.

33.   The method of claim 30 wherein determining from which of the servers to distribute the portion is done in response to selection of a download server option by a user at one of the gaming sites.

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34.   The method of claim 33 further comprising presenting a plurality of download server options to the user.

10   35.   The method of claim 30 wherein determining from which of the servers to distribute the portion comprises parsing a request from a user at one of the gaming sites to determine from which of the at least one regulatory region the request originated.

36.   A system for distributing gaming applications to a plurality of gaming sites located in at least one regulatory region via a wide area network, each regulatory region having a regulatory scheme associated therewith, the system comprising:

15   at least one central server for storing a plurality of gaming applications; and

at least one regional server associated with each regulatory region for receiving a subset of the gaming applications via the wide area network, the subset of gaming applications associated with each regulatory region being determined according to the

20   associated regulatory scheme;

wherein the at least one regional server is operable to distribute via the wide area network a portion of the subset of gaming applications to at least one of the gaming sites located in the regulatory region associated with the at least one regional server.

37.   An apparatus for distributing gaming applications to a plurality of gaming

sites located in at least one regulatory region via a wide area network, each regulatory region

having a regulatory scheme associated therewith, the apparatus comprising:

means for storing a plurality of gaming applications on at least one central server;

5   means for uploading a subset of the gaming applications to at least one regional

server associated with each regulatory region via the wide area network, the subset of

gaming applications associated with each regulatory region being determined according to

the associated regulatory scheme; and

means for distributing via the wide area network a portion of the subset of gaming

10   applications from either of the at least one regional server and the at least one central server

to at least one of the gaming sites located in the regulatory region associated with the at least

one regional server.

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